

In the claims:

A complete listing of claims follows:

1. (currently amended) A gaming device comprising:

(A) a housing comprising a plurality of walls, the plurality of walls defining an enclosure;

(B) a plurality of mechanical reels located in the housing, the mechanical reels being rotatable about an axis, the mechanical reels being moveable in at least a first and a second manner, the mechanical reels being moveable independently of each other;

(C) a player input device coupled to the housing, the player input device in communication with a controller; and

(D) the controller located within the housing and in communication with the mechanical reels and the player input device, the controller enabling the player input device when no game is being played and disabling the player input device while a game is being played, the controller causing the moveable game element to move in a first manner when a game is played and to allow the player to move the moveable game element in a second manner after a player activates the player input device.

2. (original) The gaming device of claim 1 wherein the controller determining a game outcome, the game outcome comprising a winning or losing outcome, the player input device being enabled by the controller after the occurrence of a consecutive number of losing outcomes.

3. (original) The gaming device of claim 2 further comprising a set of instructions in communication with the controller, the set of instructions directing at least one of the mechanical reels to move in the second manner after the player activates the player input device.

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4. (original) The gaming device of claim 2 wherein the number of losing outcomes is predetermined.

5. (original) The gaming device of claim 2 wherein the number of losing outcomes is randomly determined.

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6. (original) The gaming device of claim 2 wherein the player input device is used solely for causing at least one mechanical reel to move in the second manner.

7. (original) The gaming device of claim 2 wherein the mechanical reels comprise a primary game, further comprising a bonus game display comprising a moveable bonus indicator, the moveable bonus indicator moving in a first direction during game play, wherein activation of the player input device causes the bonus indicator to move in at least a second direction.

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8. (original) The gaming device of claim 7, further comprising a second controller in communication with the first controller, the second controller directing movement of the bonus indicator.

9. (original) The gaming device of claim 2 wherein the mechanical reels comprise a primary game, further comprising a bonus game display comprising a moveable bonus indicator, the moveable bonus indicator moving in a first direction during game play, further
5 comprising a second player input device, wherein activation of the second player input device causes the bonus indicator to move in at least a second direction.

10. (original) The gaming device of claim 2 wherein the player input device comprises a button.

10 11. (currently amended) The gaming device of claim 2 further comprising a sound generator located in the housing and in communication with the controller, the sound generator being activated and generating sound when the controller executes ~~the~~ a second protocol.

12. (currently amended) The gaming device of claim 2 further comprising a light source disposed
15 on the housing and in communication with the controller, the light source being illuminated when the controller executes ~~the~~ a second protocol.

13. (original) The gaming device of claim 2 wherein the first manner of movement comprises movement in a first direction and the second manner of movement comprises movement
20 in a second direction.

14. (original) The gaming device of claim 2 wherein the first manner of movement comprises movement at a first speed and the second manner of movement comprises movement at a second speed.

15. (currently amended) A gaming method comprising, but not necessarily in the order shown:

- (A) providing a gaming device having a game display;
- (B) playing a plurality of games on the gaming device, each game comprising
 - (a) placing a wager;
 - 5 (b) displaying a game, the game display comprising a plurality of moveable objects, the moveable objects being moved in a first manner; and
 - (c) determining a game outcome, the game outcome comprising a winning or losing outcome;
- (C) determining a number of consecutive losing events;
- 10 (D) providing a player input device; and
- (E) moving the moveable objects in at least a second manner if a player activates the player input device.

16. (currently amended) The method of claim 15 further comprising enabling a the player
15 input device if the number of consecutive losing outcomes is at least a threshold number.

17. (original) The method of claim 16 wherein the threshold number is predetermined.

18. (original) The method of claim 16 wherein the threshold number is randomly determined.

20 19. (original) The method of claim 16, further comprising disabling the player input device if a game is played.

20. (original) The method of claim 16, further comprising disabling the player input device if a predetermined time period elapses without activation of the device.

21. (original) The method of claim 16, further comprising disabling the player input device if a cash-out event occurs.

22. (original) The method of claim 16, further comprising determining a first player identification, further comprising disabling the player input device if a second player identification is determined.

23. (original) The method of claim 16 further comprising illuminating a light source if the player activates the player input device.

24. (original) The method of claim 16 further comprising generating sounds if the player activates the player input device.

25. (currently amended) The method of claim 16 further comprising:

- (A) providing a bonus game, the bonus game comprising a moveable game element, the moveable game element in communication with the controller, the moveable game element moving in a first manner during game play; and
- (B) moving the bonus game in a second manner when the player activates the player input device.

26. (original) The method of claim 16 wherein activation of the player input device does not affect the outcome of any subsequently played games.

27. (original) The method of claim 16, wherein the moveable objects are at a position prior to
5 activation of the player input device, further comprising returning the moveable objects to the position the moveable objects were in prior to activation of the player input device.

28. (original) The gaming device of claim 16 wherein the first manner of movement comprises movement in a first direction and the second manner of movement comprises movement
10 in a second direction.

29. (original) The gaming device of claim 16 wherein the first manner of movement comprises movement at a first speed and the second manner of movement comprises movement at a second speed.

30. (currently amended) A gaming method comprising, but not necessarily in the order shown:

- (A) providing a gaming device having a game display and a player input device;
- (B) playing a plurality of games, each game comprising
 - (a) placing a wager;
 - 5 (b) displaying a game, the game display comprising a plurality of moveable objects, the moveable objects being moved in a first manner; and
 - (c) determining a game outcome, the game outcome comprising a winning or losing outcome;
- (C) determining the number of consecutive losing events; and
- 10 (D) moving the moveable objects in at least a second manner if the number of consecutive outcomes of the same type is at least a threshold number.

31. (original) The method of claim 30 wherein the threshold number is predetermined.

15 32. (original) The method of claim 30 wherein the threshold number is randomly determined.

33. (original) The method of claim 30, further comprising disabling the player input device if a game is played.

20 34. (original) The method of claim 30, further comprising disabling the player input device if a predetermined time period elapses without activation of the player input device.

35. (original) The method of claim 30, further comprising disabling the player input device if a cash-out event occurs.

36. (original) The method of claim 30, further comprising recording a first player identification,
5 further comprising disabling the player input device if a second player identification is recorded.

37. (original) The method of claim 30 wherein each movable object comprises a plurality of indicia, each game outcome determined by indicia appearing on the movable objects, and
10 the moveable objects are at a position prior to activation of the player input device, further comprising returning the moveable objects to the same position they were in prior to activation of the player input device.

38. (original) The method of claim 30, further comprising providing a light source and
15 illuminating the light source when the moveable objects are moved in the second manner.

39. (original) The method of claim 30, further comprising providing a sound generator and generating sounds when the moveable objects are moved in the second manner.

20 40. (original) The gaming device of claim 30 wherein the first manner of movement comprises movement in a first direction and the second manner of movement comprises movement in a second direction.

41. (original) The gaming device of claim 30 wherein the first manner of movement comprises movement at a first speed and the second manner of movement comprises movement at a second speed.

5 42. (original) The method of claim 30, further comprising:

(A) providing a bonus game, the bonus game comprising a moveable game element, the game element in communication with the controller, the moveable game element moving in a first manner during game play;

(B) moving the bonus game in a second manner when the player activates the player
10 input device.

43. (original) The method of claim 30 wherein activation of the player input device does not affect the outcome of any subsequently played games.

15 44. (original) The method of claim 30 wherein the number of consecutive outcomes of the same type comprises a threshold number of consecutive losing outcomes.

45. (canceled).

46. (currently amended) A gaming device comprising:

- (A) a housing comprising a plurality of walls, the plurality of walls defining an enclosure;
- (B) a moveable game element attached to the housing, the moveable game element being moveable in at least a first and second manner; and
- (C) a controller located within the housing and in communication with the moveable game element, the controller being adapted to move the moveable game element in the first and second manner, the controller determining a game outcome, the game outcome comprising a winning or losing outcome, the controller causing the moveable game element to move in a the first manner when a game is played and to move in a the second manner after the controller determines a number of outcomes of the same type.

47. (original) The gaming device of claim 46 further comprising a video display attached to the housing, the moveable game element appearing as an image on the video display.

48. (original) The gaming device of claim 47 wherein the moveable game element comprises an image of a spinning reel comprising a plurality of indicia, the reel being spinnable about a horizontal rotational axis.

49. (original) The gaming device of claim 46 further comprising a sound output device attached to the housing and in communication with the controller, the controller being configured to cause the sound output device to play sounds when the controller directs the moveable game element to move in the second manner.

50. (original) The gaming device of claim 46, further comprising a light source in communication with the controller, the controller being configured to cause the light source to illuminate when the controller directs the moveable game element to move in the second manner.

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51. (original) The gaming device of claim 46 wherein the first manner of movement comprises movement in a first direction and the second manner of movement comprises movement in a second direction.

10 52. (original) The gaming device of claim 46 wherein the first manner of movement comprises movement at a first speed and the second manner of movement comprises movement at a second speed.

15 53. (original) The gaming device of claim 46 wherein the mechanical reels comprise a primary game, further comprising a bonus game display comprising a moveable bonus indicator, the moveable bonus indicator moving in a first direction during game play, wherein the controller causes the bonus indicator to move in at least a second direction when the controller directs the moveable game element to move in the second manner.

20 54. (original) The gaming device of claim 53, further comprising a second controller in communication with the first controller, the second controller directing movement of the bonus indicator.

55. (original) The gaming device of claim 46 wherein the mechanical reels comprise a primary game, further comprising a bonus game display comprising a moveable bonus indicator, the moveable bonus indicator moving in a first direction during game play, further
5 comprising a second player input device, wherein activation of the second player input device causes the bonus indicator to move in at least a second direction.

56. (original) The gaming device of claim 46 further comprising a player input device in communication with the controller, wherein the controller enables the player input device
10 after the controller determines a number of losing outcome and the moveable game element is moved in the second manner after a player activates the player input device.

57. (original) The gaming device of claim 56 wherein the player input device comprises a button.

58. (original) The gaming device of claim 46 wherein the number of consecutive outcomes of the same type comprises a threshold number of losing outcomes.

59. (original) The gaming device of claim 46 wherein the number of consecutive outcomes of
20 the same type comprises a threshold number of winning outcomes.

60. (original) A gaming device comprising:

- (A) housing means for holding game components;
- (B) display means for displaying a game to a player, the game comprising a moveable
indicating means for displaying game indicia to the player, the moveable
5 indicating means moveable in at least a first and a second manner;
- (C) controller means for determining a game outcome, controlling the display means,
and determining a number of losing outcomes, wherein the game outcome
comprises a winning or losing outcome;
- (D) means for moving the display means in a first manner during game play;
- 10 (E) means for moving the display means in a second manner after the controller
determines a threshold number of consecutive losing outcomes.

61. (original) The gaming device of claim 60 further comprising an illumination means for
lighting the display, the illumination means in communication with the controller means
15 and illuminated when the display means is moved in the second manner.

62. (original) The gaming device of claim 60 further comprising a sound production means for
generating audible sounds, the sound production means in communication with the
controller means and generating sound when the display means is moved in the second
20 manner.

63. (original) The gaming device of claim 60 further comprising a player input means, the
controller means enabling the player input means after the controller means determines a

threshold number of consecutive losing outcomes and the display means are moved in the second manner after a player activates the player input means.

64. (original) The gaming device of claim 63 wherein the moveable indicating means

5 communicates a primary game, further comprising a movable bonus indicating means for indicating a bonus game outcome, the bonus indicating means in communication with the controller means, the bonus indicating means moveable in at least a first and second manner, the bonus indicating means moving in the first manner during game play and moving the second manner when the player activates the player input means.

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65. (original) The gaming device of claim 63 wherein the moveable indicating means

communicates a primary game, further comprising:

(A) a movable bonus indicating means for indicating a bonus game outcome, the bonus indicating means in communication with the controller, the bonus

15 indicating means moveable in at least a first and second manner;

(B) a second player input means, the bonus indicating means moving in the first manner during game play and moving the second manner when the player activates the second player input means, the second player input means being enabled by the controller means after a number of losing outcomes.

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66. (original) The gaming device of claim 60 wherein the first manner of movement comprises movement in a first direction and the second manner of movement comprises movement in a second direction.

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67. (original) The gaming device of claim 60 wherein the first manner of movement comprises movement at a first speed and the second manner of movement comprises movement at a second speed.

68. (currently amended) A gaming method comprising, but not necessarily in the order shown:

(A) providing a gaming device, the gaming device comprising a plurality of moveable objects;

(B) playing a game on the gaming device, the game comprising

5 (a) placing a wager; and

(b) moving the moveable objects, the moveable objects being located in a first position after the game is played;

(C) moving the moveable objects after the game is played and while no game is being played, ~~whereby the moveable objects are returned to the first position.~~

10 (D) returning the moveable objects to the first position prior to the start of another game.